

AMENDMENTS TO THE CLAIMS:

This listing of claims will replace all prior versions and listings of claims in the application:

1-10. (Canceled)

11. (New) A game system comprising a game machine and a server device connected to the game machine via a network, wherein the game machine comprises:
an external interface configured such that an external memory medium is detachably attached thereto;

ID generating means for generating an ID for uniquely identifying an external memory medium attached to the external interface;
ID recording means for recording the generated ID in a magnetic data recording area provided in the external memory medium;

means for generating an access code corresponding to the ID and visually identifiable to a game player;

printing means for printing the access code in a printing area of the external memory medium; and

communication means for establishing connection with the server device via a network, and

wherein the server device comprises data management means for managing the ID and the access code in association with one another, authenticating the game player in accordance with the access code, and upon authentication of the game player, providing the game player with a network service.

12. (New) The game system according to claim 11, wherein the ID is identification information generated on the basis of time information and information unique to the game machine.

13. (New) The game system according to claim 11, wherein the ID generating means generates the ID on the basis of time information obtained from the server device.

14. (New) The game system according to claim 11, wherein the game machine further comprises:

.....memory means for storing a plurality of game programs; and.....
game processing means for reading a specific game program that is selected on a condition of satisfying a prescribed requirement from among the programs stored in the memory means, and executing the game program.

15. (New) The game system according to claim 14, wherein the prescribed requirement is to achieve a prescribed result in a game.

16. (New) The game system according to claim 11,
wherein the game machine further comprises image display means for displaying a game image,
wherein the server device further comprises a database, and

wherein the data management means authenticates the game player in accordance with the access code entered from a terminal device connected to the server device via a network, and upon authentication of the game player, stores a character message entered from the terminal device in the database, and also sends the character message to the game machine when the game player plays a game at the game machine, and the game machine displays the character message received from the server device on the image display means.

17. (New) The game system according to claim 11,
wherein the external memory medium stores at least a portion of information to be used for game processing,

..... wherein the server device stores all information to be used for game processing, and

wherein the game machine, if connectable with the server device via a network, obtains all the information to be used for game processing from the server device to perform game processing, and if not connectable with the server device via a network, obtains the information to be used for game processing stored in the external memory medium to perform game processing.